

MEETING AGENDA

Como Regional Park Pool Replacement St. Paul, MN

MEETING:Task Force Design Workshop #3DATE: January 26, 2009LOCATION:Como Streetcar Station (Horton & Lexington)TIME: 4:00-6:00 p.m.

- 1. Call to Order Chairperson
- 2. Review/summary of brainstorming session USAquatics / AKA
 - a. Provide brainstorming summary handout
 - b. Review/refresh ideas & keywords chosen as most important
- 3. Establish overall project site goals & objectives Don Ganje
 - a. Review/discussion of overall project site goals & objectives
 - b. Achieve consensus and finalize overall goals & objectives
- 4. Establish aquatic facility goals & objectives USAquatics / AKA
 - a. Review/discussion of aquatic facility goals & objectives (specifically)
 - b. Slide show/presentation
 - c. Discuss aquatics programming, pool or pools layout, sizes, amenities, and features
 - d. Achieve consensus and finalize aquatic facility goals & objectives
- 5. Review work goals and agenda for Task Force Design Workshop #4 USAquatics
 - a. Work goals
 - i. Staff/consultant review of overall traffic/parking issues
 - b. Task Force Design Workshop #4
 - i. Discuss overall development programming and study area layout
 - 1. Review diagrams assessing site opportunities and constraints
 - 2. Review preliminary circulation layouts and existing traffic information
 - 3. Review Como Woodland & Outdoor Classroom master plan
 - 4. Review preliminary layouts for McMurray field area
 - 5. Discuss general location of pool, parking, and bathhouse facilities
 - 6. Achieve consensus and finalize overall development program and specific development programs for Woodland classroom and McMurray field area
- 6. Adjournment

Design Charette – On Hold – Rescheduling to be determined.

Next Meeting - Rainer Grafinger, BioNova (Germany), has agreed to visit with the Como Pool Task Force members, city staff and consultants on Friday January 30th, 1:00 to 2:30, Como Street Car Station to discuss Natural Pool issues and options.

Next Design Workshop meeting – Task Force Design Workshop #4, Schedule to be determined.